



# ALIENFRONT ONLINE™

**REAL-TIME  
VOICE CHAT!**  
MICROPHONE INCLUDED!

Dreamcast™



SEGA®

TEEN  
T  
CONTENT RATED BY  
ESRB

51171

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# ALIEN FRONT ONLINE™

## CONTENTS

|                       |       |
|-----------------------|-------|
| Story.....            | 2-5   |
| Controls.....         | 6     |
| Starting Up.....      | 7     |
| Options.....          | 7     |
| Online.....           | 7     |
| Tactics.....          | 7     |
| Arcade.....           | 7     |
| The Game Screen.....  | 8     |
| Army Technology.....  | 9     |
| Vehicles.....         | 10    |
| Sub Weapons.....      | 10-11 |
| Alien Technology..... | 12    |
| Vehicles.....         | 13    |
| Sub Weapons.....      | 14-15 |
| Staying Alive.....    | 16    |
| Game Modes.....       | 18    |
| Tactics Mode.....     | 18    |
| Arcade Mode.....      | 18    |
| Online Play.....      | 18-21 |
| Modes.....            | 20    |
| Auto Join.....        | 20    |
| Create.....           | 20    |
| Tips.....             | 20-21 |
| Voice Chat.....       | 21    |

Thank you for purchasing Alien Front Online. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Alien Front Online.

# **They came without without mercy...**

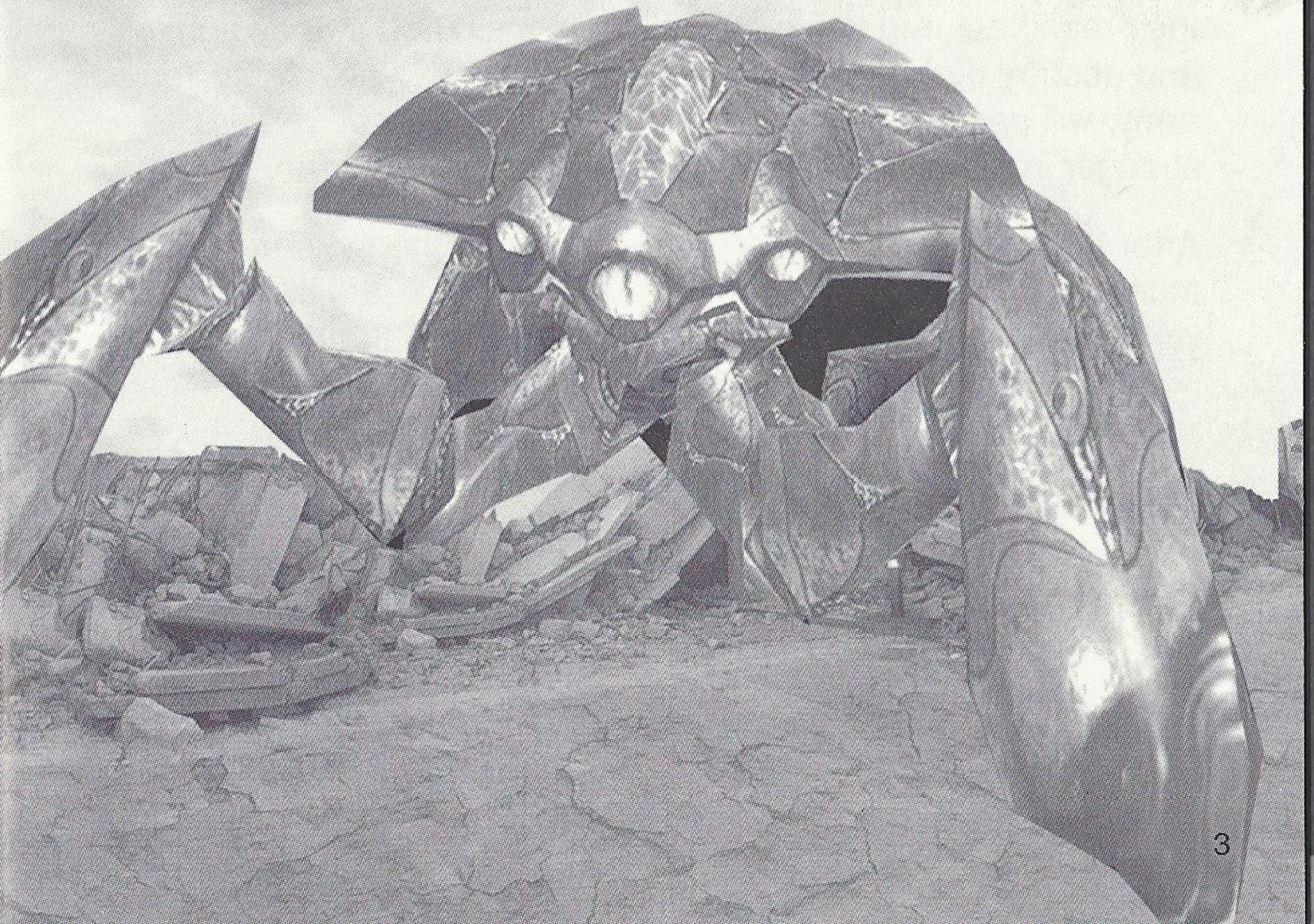
...unleashing unimaginable devastation on the people of Earth. Known as the Triclops, the aliens struck fear into the human race. They preyed on man, woman, and child alike, devouring them whole; their three-eyed gaze impassive, betraying no hint of emotion—making their actions all the more horrific...

The air forces of the world were useless, picked out of the sky by the orbiting alien motherships. Only the surface forces are able to fight back, to give the aliens pause. The world government has called out its cavalry, and the tank brigades are beginning to make headway against the onslaught. The battles have been fierce, but sporadic so far.

Now is the time for an all-out offensive. Now is the time for you to get involved. Will you fight side by side with your fellow man, or will you accept your role as food in a world ruled by aliens?

**you must choose your fate**

**warning,**



# **HUMANS! LOW LEVEL TINY AND WEAK...**

...struggle to evolve against their very nature. They resist us with their manufactured vehicles and weapons. Though they fight us and destroy their own cities in the process we, the mighty Triclops army, will persevere and take control of this planet. We are stronger in numbers, destructive power, and sheer terror...

After the destruction of the human air ships the mothership commanders deemed it time for our forces to dominate the surface as we had the skies. Now we've taken the fight to the humans and are attempting to devour their hopes, dreams, and spirit. The fight has not been an easy one though! How can such a poorly evolved creature put up such a tremendous fight for survival?

We must rally as the time for human annihilation has come! The mothership commands you to descend to the Earth's surface and join your fellow Triclops. Will you fight side by side with your three-eyed brethren or will you let these lowly organisms take their planet back?

# LIFE FORMS,



# CONTROLS

These are the default controls. There are several control schemes you can use; experiment with them to find the one that's right for you.

## Default Control Setting

**Forward**—Analog Stick Up

**Reverse**—Analog Stick Down

**Left**—Analog Stick Left

**Right**—Analog Stick Right

**Strafe Left**—Trigger L + Analog Stick

**Strafe Right**—Trigger R + Analog Stick

**Fire Primary Weapon**—A

**Fire Sub Weapon**—B

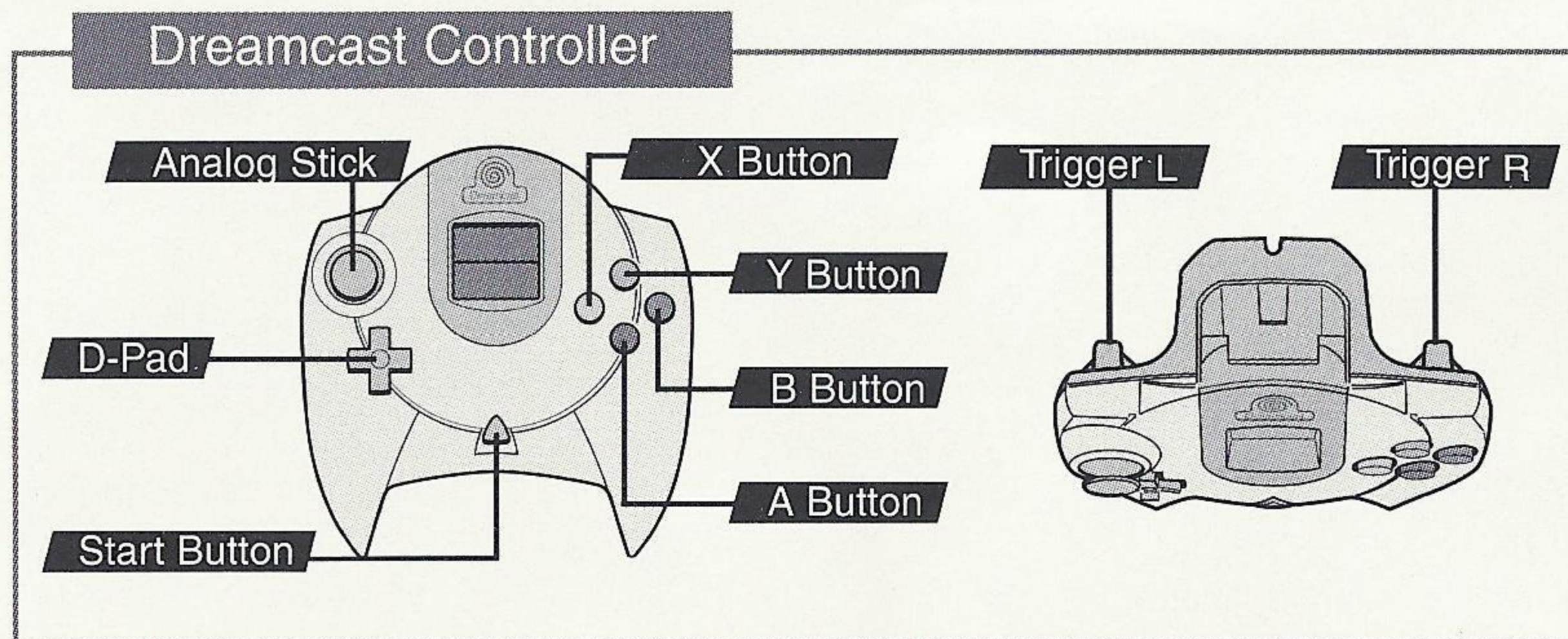
**Change Camera Perspective**—X

**Voice Chat (Team)**—Y (press and hold Y once)

**Voice Chat (All)**—YY (press Y twice, hold down on second press)

**Pause Game**—START

NOTE: Controller Configuration #7 has optimized control settings for the Sega Steering Wheel Controller.





# STARTING UP

## **Save Files**

In order to save your game, you must have a VMU inserted in your controller. When starting the game, the VMU Select screen will appear. Select the VMU you wish to save your game files on; each Save File takes 8 blocks of memory. To name your Save File, use the D-Pad to highlight, A to select, Enter to end, and Done to begin using the file.

Note: The file name that you choose for your save game will be used as your handle name for online play. Please do not use any information as your file name that you would not want others to know.

## **Title Screen**

On the title screen, press START to begin playing Alien Front Online. This will take you to the Main Menu.

## **Main Menu**

**Options**—Change settings for the game, such as controller settings, sound, jump pack, and more.

**Online**—Initiates an online gaming session. See the "Online Play" section. See page 16 for more detailed directions and requirements.

**Tactics**—Starts a single-player campaign game. You may select which side you wish to play: Army Campaign or Alien Campaign.

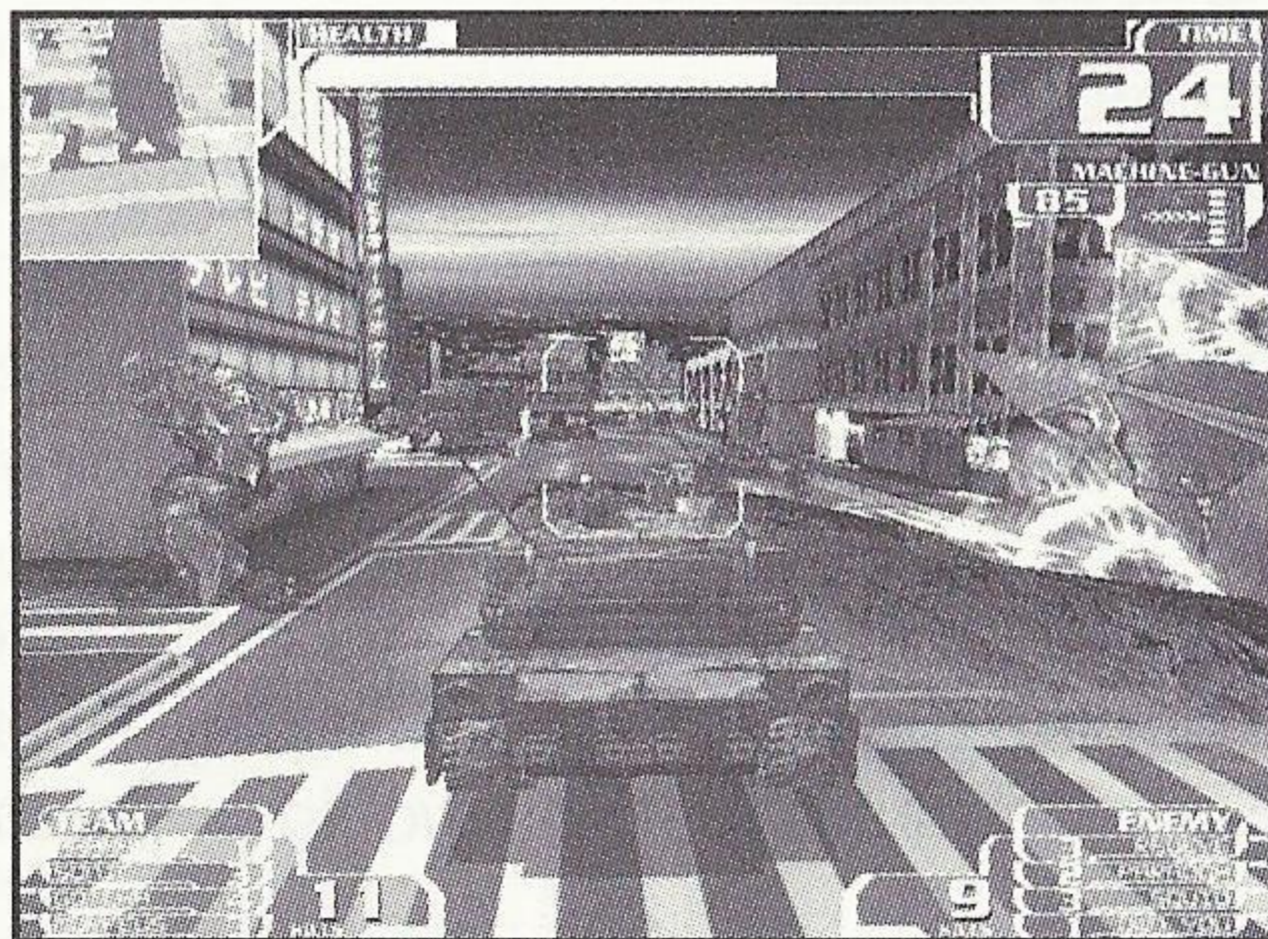
**Arcade**—Begins a single-player timed match. You can play as either the Army or the Aliens.

# THE GAME SCREEN

This is what you'll see when playing Alien Front Online.

In the upper left corner of the screen is the radar. Red dots are enemies, green dots are allies.

Your health bar takes up the top portion of the screen. When you are severely damaged, the screen will get a "shattered glass" overlay.



In the top right corner of the screen is the tally bar. Depending on the mission objectives, this will show the number of enemies remaining.

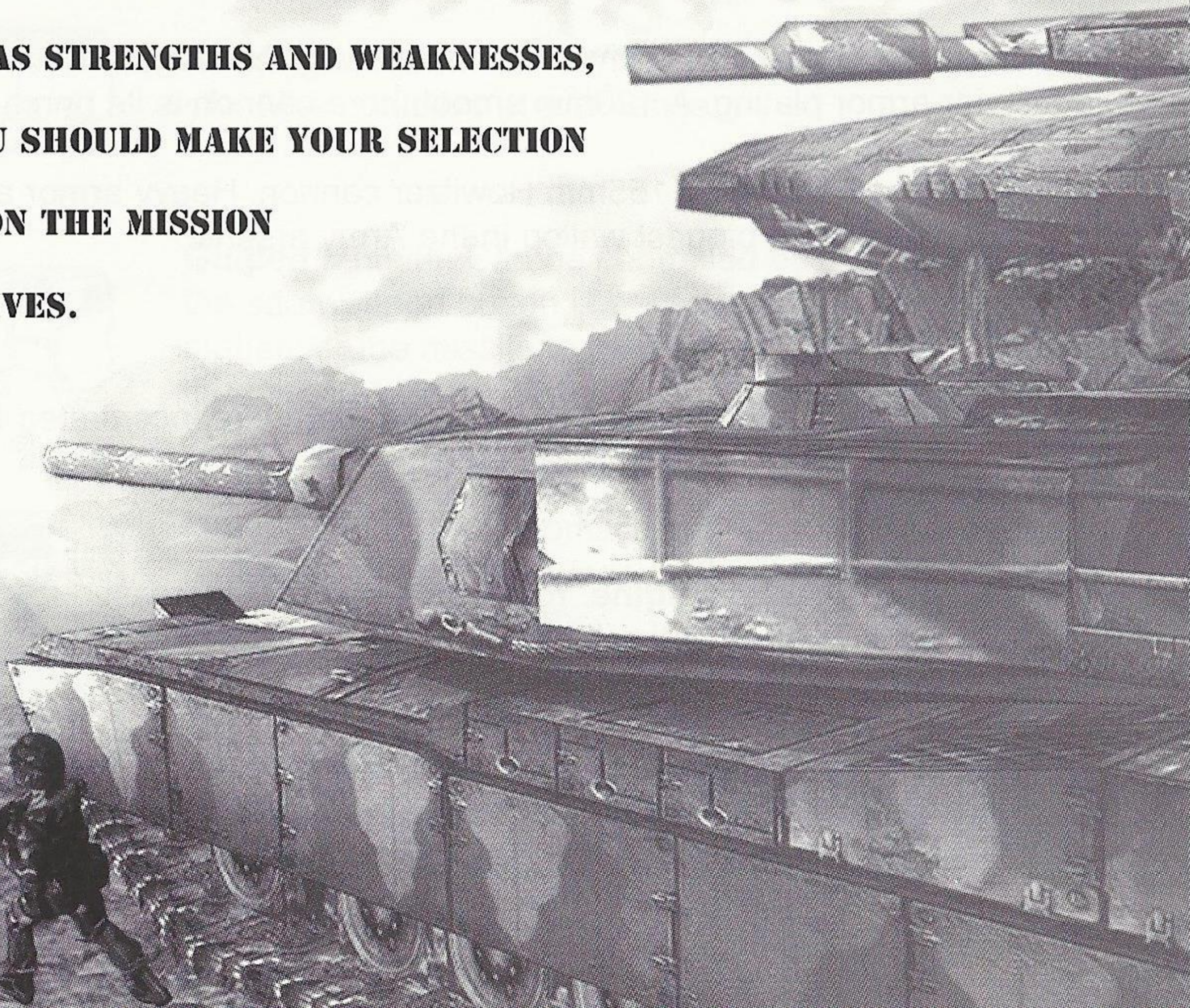
Below the tally bar is the sub weapon display. This tells you what your current sub weapon is, and how much firepower you have left before it is used up.

The center of the screen contains a targeting box, which changes shape depending on whether you have a target.

In Online and Arcade modes only, the bottom right and left corners of the screen contain team information.

# ARMY TECHNOLOGY

**THE ARMY VEHICLES AND WEAPONS ARE  
MACHINES OF EXCEPTIONAL FIREPOWER.  
EACH HAS STRENGTHS AND WEAKNESSES,  
AND YOU SHOULD MAKE YOUR SELECTION  
BASED ON THE MISSION  
OBJECTIVES.**



# ARMY TECHNOLOGY

## Vehicles

**MK2 Merkava:** Lightly armored, but speedy. Carries a 105mm smoothbore cannon. Great for advanced scouting.

**M1A Abrams:** Not as fast or maneuverable as the Merkava, primarily due to its heavier armor plating. A 120mm smoothbore cannon is its primary gun.

**M109-A2:** A self-propelled 155mm Howitzer cannon. Heavy armor and very slow, but it packs the biggest wallop in the Army arsenal.

## Sub Weapons



**Flame Thrower:** A steady stream of concentrated flame turns the aliens extra-crispy.



**Turbo Engine:** Your tank's speed is increased for a short period of time.



**Grenade launcher:** Also known as the drop-and-pop. Very effective for damaging enemies that are using protective cover.



**Hellfire Missile:** The Hellfire's massive rate of fire helps prevent enemies from getting a lock on you by keeping them off-balance.



**Homing Missile:** Also known as a fire-and-forget missile. Most effective at a distance.



**Guided Missile:** Can be controlled by the player while the sub weapon button is held down. The player can maneuver the missile to its target and the camera follows the missile as it travels.



**Machine Gun:** An automatic gunner with the fastest re-fire rate of any sub weapon, it can track the movement of the enemy.



**Nuclear Missile:** The most powerful weapon the Army has. This is an "area of effect" weapon that can instantly damage or destroy many vehicles at once. Once placed, there is a 3-second countdown.

# ALIEN TECHNOLOGY

**The Alien vehicles have been grown using alien organic technology, and thus are less machine than entity. A translucent bubble encases the cockpit; from here, the aliens operate the controls for their plasma weaponry.**

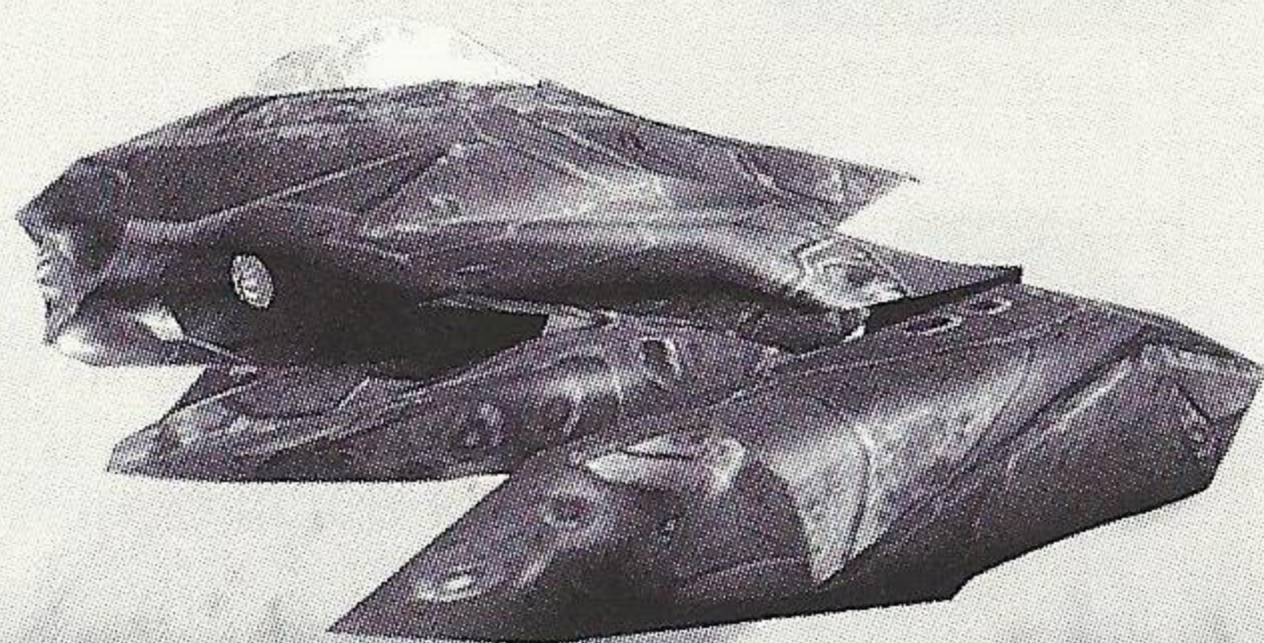


## Vehicles

**Hov Craft:** Very light armor, and faster than any other vehicle in the game. A plasma laser provides the Hov Craft with its best line of defense.

**2L Walker:** The 2L Walker is an all-purpose vehicle. It carries a slightly more powerful plasma laser than the Hov Craft, and has better armor. Unfortunately, it is a much slower machine than the Hov Craft.

**SP Walker:** Destruction has never been more beautiful. The SP Walker has both heavy armor and the most powerful cannon in the game. However, it is also the slowest vehicle in the game.



# ALIEN TECHNOLOGY

## Sub Weapons



**Gravity Ball:** Prevents an enemy from firing on you by encasing it in a null-gravity field and lifting it several meters off the ground. When the field disappears after a few seconds, the enemy crashes to the ground, causing major damage to the enemy vehicle.



**Flying Drone:** This hornet-like projectile is similar in operation to the Army's Guided Missile.



**Seeker Wing:** Once locked on to its target, the Seeker Wing will stalk its prey mercilessly.



**Light Swarm:** This weapon launches a dizzying swarm of plasma particles at the enemy.





**Cloaking Spore:** Less of a weapon than a defensive measure, the Cloaking Spore makes your vehicle invisible to the enemy. Beware, though—it does not cloak your footsteps!



**Cyclops Blast:** The most destructive plasma weapon in the alien arsenal, the Cyclops Blast delivers a plasma shock of immense force. It can destroy a Merkava in one shot.



**Alien Spike:** A stinger-like weapon that strikes enemy vehicles with a charged particle beam. It must be used at close range.



**Meteor Shower:** A radio-signaled orbital onslaught called in from the alien motherships. The single most devastating attack the aliens can use, the Meteor Shower can destroy or damage a multitude of vehicles in a single strike.

# STAYING ALIVE

You will discover just how difficult it can be to maintain your vehicle in good working order during a fight. There are several mechanisms for achieving optimal performance.

## **The Motor Pool**

The Army maintains a repair facility during campaign play. It appears on the field as a lighted, green-lined box. Parking your tank within it will repair damage; the more damaged you are, the longer it will take. The staff at the motor pool will also upgrade your vehicle with subweapons, provided any are available.

## **The Healing Bath**

The Aliens use a heavy-UV light bath to repair damage to their organic vehicles. It appears in campaign play as a lighted, red-lined circle beneath a floating bath-ship. Parking your vehicle within the circle will repair any damage you may have; heavily damaged vehicles take longer to repair. If any subweapons are available, the bath-ship will attach them to your vehicle.

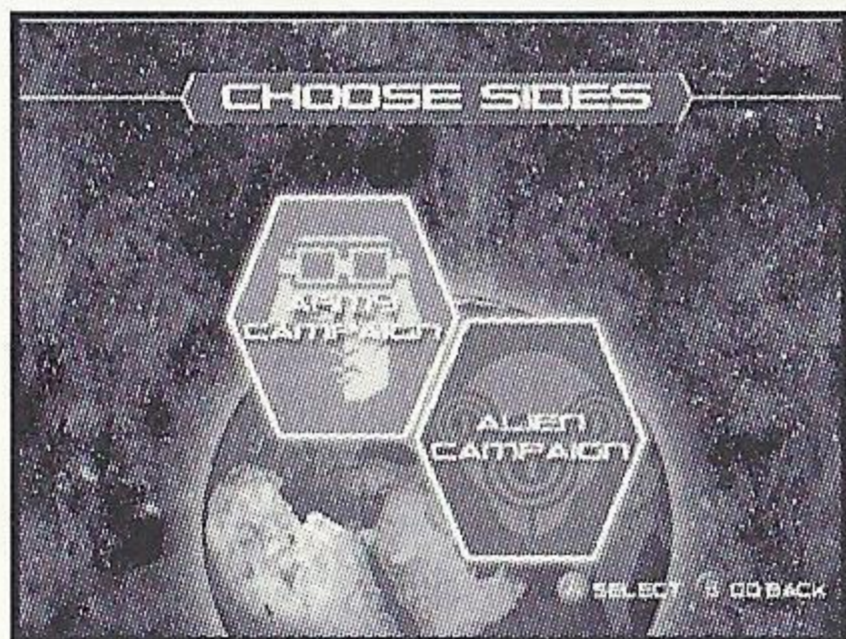
## **Med-Bots**

Found only in Arcade and Online play, med-bots heal up to one-third of your vehicle's total strength. They are dropped by vehicles that get destroyed in battle, appearing as small white boxes with a red cross emblazoned upon the side; merely run over them to pick them up.



# GAME MODES

## Tactics Mode



Tactics Mode is a single-player campaign with branching missions and objectives. You can play as either the Aliens or the Army. Missions become progressively harder. In order to advance to the next higher tier of missions, you must successfully complete all missions prior to the branching point.

## Arcade Mode

Arcade Mode is a single-player timed match. You should kill as many opponents within the time limit as possible. You are allotted 3 credits, so you can continue twice before the game ends. Your highest score will be uploaded to the servers the next time you log onto the network and posted on the "Worldwide High Score Ranking" table.



# ONLINE PLAY

To begin an online session, you must 1) have an Internet Service Provider (ISP) with dial-up service; 2) have your Dreamcast's modem connected to an active phone line; 3) have your Dreamcast configured for online use via the Sega Web Browser GD-ROM (which came bundled with your Dreamcast). Follow the Sega Web Browser instructions for connecting to the Internet.

## ONLINE PLAY

Each online mission is timed. When time runs out, your score for the mission will be tallied, then you will be taken to a new mission. Play continues in this manner until you quit the game by pressing START, then B to quit. Up to eight players may take part in a mission, with up to 4 players per team.

If you get unintentionally disconnected during play, the game will automatically try to reestablish your connection to the Internet.

During online play, if you join a game after it has already started, you will not receive any stars for that battle. On the tally screen, you will receive an "NA" to show that your score was not affected by the results of that battle. Also, other players that were involved in that battle will only receive the points that they earned after any new users have joined, so please understand that the points that you receive at the end of any battle will not always be 100% accurate. After the next battle is started, however, if everyone plays from start to finish, you will receive the appropriate number of points.

In order to increase the response time of this game online, we have had to very slightly decrease the consistency of the data being transferred across the network. It is an online game, so the quality of the connection, among other factors, might affect the results at the end of any online battles. Please understand that the results of any online battle may be slightly incorrect (i.e. the number of gates destroyed in fortress mode is incorrect) from time to time.

Note: The file name that you choose when creating an Alien Front Online save file for your VMU will be used as your online handle name. For your file name, please do not use any information that you do not wish others to know.

# ONLINE PLAY

## Modes

- **Team Death Match:** At the end of the time limit, the team with the highest number of frags (kills) wins.
- **Fortress:** The offensive team must destroy all 4 enemy fortress gates. The defending team must defend the fortress for the duration of the time limit.
- **Flag:** Hold onto the enemy's flag for 150 seconds. Note that whoever has the flag cannot carry power-up items, and is therefore very vulnerable.

## Auto Join

This feature allows players to automatically join the first available online game, regardless of game type. It affords players a fast and easy way to access available games, without having to worry about searching for games themselves.

## Create

In Online Mode, once you are in the lobby, the option to create a game room will be available. This will allow you to create a "room" from which you can launch a new game. The creator of the room can select the number of players, the type of game, the stage, and other options. Once all the options are set and a satisfactory number of players have joined the room, the creator of the room may start the game. The created game room will remain until all other players leave.

## Tips

- Each session continues until nobody is left, so if you want to quit, you must press START, then press B, to quit out of the game.

## ONLINE PLAY

- If there is no input from the controller for 15 minutes, the server connection will automatically be severed.
- Your online ranking will rise depending on your performance and wins in battle. There are a total of 10 ranks. The beginning rankings are as follows:

| Stars | Rank     |
|-------|----------|
| 00-09 | Cadet    |
| 10-19 | Private  |
| 20-29 | Corporal |

### Voice Chat

To engage in voice chat during an online session, you must have the Dreamcast Microphone for Voice Recognition Input (included with Alien Front Online) plugged into your Dreamcast Controller. Refer to the instruction manual for the Microphone for installation procedures.

**WARNING:** Sega.com is not responsible for the content of voice chat. While using voice chat, you are subject to the SegaNet Terms of Service, and the portion governing member conduct. For further details, please see the SegaNet Terms of Service located at: [www.sega.net/seganet\\_pc/help/termsfuse.jhtml](http://www.sega.net/seganet_pc/help/termsfuse.jhtml)

- During a battle, you can talk to your team members by pressing and holding the Y button. There is a five second time limit for each message in voice chat.
- If you should wish to talk to everybody in a battle, including members of the opposing team, press the Y button twice and hold it. Again, voice chat messages are limited to five seconds in length.

# CREDITS

The following credits are a list of the staff members responsible for the localization, marketing and manual production for the US version of Alien Front Online. Credits for the original development staff of the game are listed in the credits of the game itself.

## PRODUCT DEVELOPMENT

### Vice President of Product Development

Jin Shimazaki

### Localization Manager

Osamu Shibamiya

### Localization Producer

Klayton Vorlick

### Lead Tester

Shawn Dobbins

### Assistant Lead Testers

Joe Mora

Daniel Airey

### Testers

Jose Venegas

Robert Reich

Derek Wong

Jake Covert

Daniel Kingdon

Brian Ivanhoe

Walter Kim

Seth Benton



## **MARKETING**

### **Director of Product Marketing**

John Golden

### **Product Manager**

Rich Briggs

### **Associate Product Managers**

Noah Musler

Cord Smith

### **Public Relations**

Gwen Marker

Teri Higgins

## **CREATIVE SERVICES**

### **Director of Creative Services**

Bob Schonfisch

### **Project Manager**

Angela Santos

### **Project Coordinator**

Arianne Pitts



# MANUAL PRODUCTION

## Writer

Ted Chapman

## SPECIAL THANKS

Peter Moore

Mike Rhinehart

Sandy Castagnola

Makoto Uchida

Shinobu Shindo



## **SEGA.COM**

### **Executive Producer**

Jerry Markota

### **Network Producer**

Ryan Hurth

### **Administrative Support**

Joyce Takakura

### **Network Test Manager**

Lance Nelson

### **Lead Network Analyst**

Jason Nolen

### **Assistant Network Analyst**

Cliff Wilhelm

### **Network Analysts**

Darren Nagtalon

Eric Wilhelm

Nic Azizian

Leland Smith

## **DEVELOPMENT TEAM**

### **Producer/Designer**

Makoto Uchida

### **Producer/Programmer**

Kevin Klemmick

### **Senior Programmers**

Brian Lewis, Hamilton Feltman,  
Tomoaki Takayanagi

### **Additional Programming**

Takashi Kosaka

### **Producer/Art Director**

Gerardo Sprigg

### **Lead Animator**

Stephen B. Lewis

### **Senior Artists**

Kunitake Aoki, Dante Fuget,  
Hiroshi Kanazawa, Young Song

### **2D Illustrator**

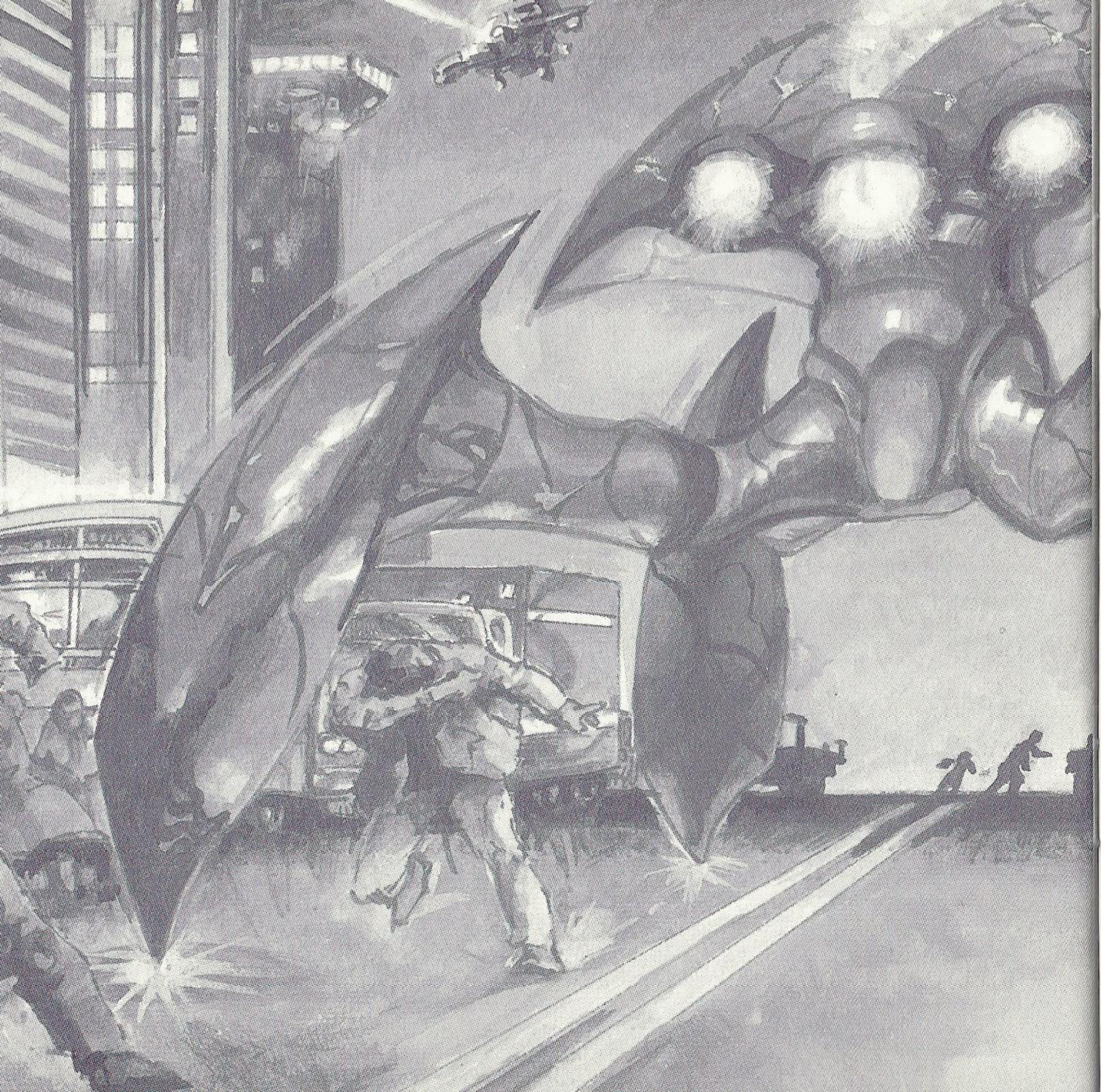
Tony De Zuniga

### **Sound Composers**

Howard Drossin, Makito Nomiya

# NOTES

# NOTES



**\*THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

**Limited Warranty**

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

**Obtaining technical support/service**

To receive additional support, including troubleshooting assistance, please contact Sega at web site ([http://www.sega.com/customer\\_service](http://www.sega.com/customer_service)), e-mail ([support@sega.com](mailto:support@sega.com)), or 800 number (1-800-USA-SEGA). Instructions en français, téléphoner au (1-800-872-7342).

**LIMITATIONS ON WARRANTY**

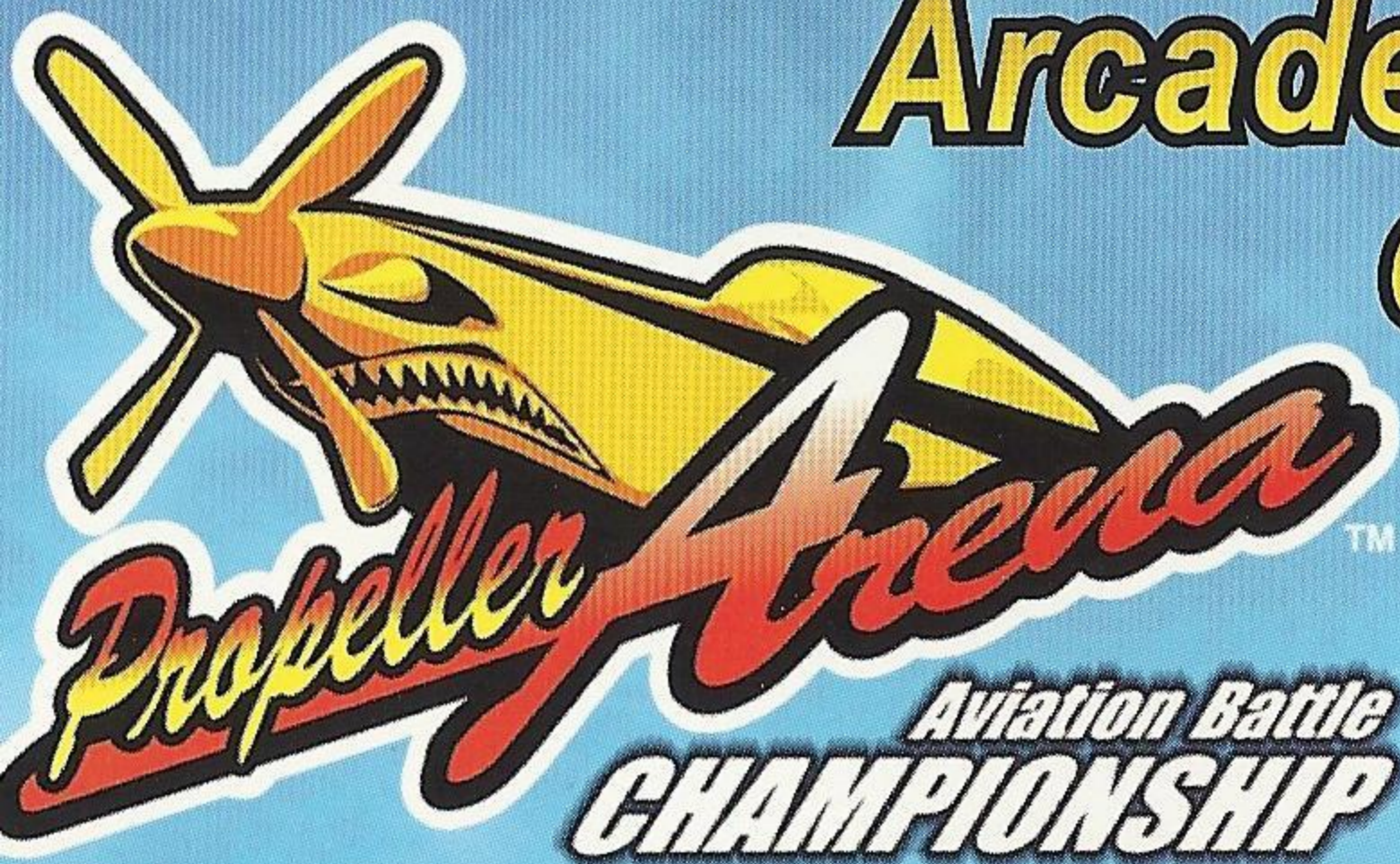
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Alien Front Online are either registered trademarks or trademarks of Sega Corporation. © SEGA / WOW ENTERTAINMENT, 2001. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA CORPORATION, 2001. Sega of America Dreamcast, Inc. P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. [www.sega.com](http://www.sega.com). Programmed in Japan. Made and printed in the USA. Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; 6,102,800 Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.

# Arcade-style dogfighting!



Online or off, Propeller Arena soars as an action-packed multi-player title!

Command your squadron and ridicule enemies with in-game voice chat!

Finally, a flight game for fighting game fanatics!

Trick, Extreme, and Race Modes!

